

WHAT IS CLAIMED IS:

1. A computer system comprising:
a switch for generating different events in
correspondence with flip direction and flip times; and
5 means for executing a process corresponding to a
type of event generated by said switch.

2. The computer system according to claim 1,
wherein the switch generates a first event upon
being flipped in one direction, a second event upon
10 being flipped in the other direction, and a return
event upon returning from a flipped state to a neutral
state,

the executing means executes a process
corresponding to the first event when the return event
15 is generated after the first event and executes a
process corresponding to the second event when the
return event is generated after the second event.

3. The computer system according to claim 2,
wherein the switch generates a first continue
20 event when the switch is flipped in the one direction
during a predetermined time period and generates a
second continue event when the switch is flipped in the
other direction during the predetermine time period,

the executing means executes a process
25 corresponding to the first continue event when the
return event is generated after the first continue
event and executes a process corresponding to the

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second continue event when the return event is generated after the second continue event.

4. The computer system according to claim 2, wherein the switch periodically generates the first event when the switch is flipped in the one direction during a predetermined time period and periodically generates second event when the switch is flipped in the other direction during a predetermined time period.

5. A method of executing a process in a computer system comprising:

detecting flip directions and flip times of a switch;

generating an event corresponding to the detected flip directions and times of the switch; and

executing a process corresponding to a type of the event generated by the switch.

6. The method according to claim 5, wherein the switch generates a first event upon being flipped in one direction, a second event upon being flipped in the other direction, and a return event upon returning from a flipped state to a neutral state,

the executing step executes a process corresponding to the first event when the return event is generated after the first event and executes a process corresponding to the second event when the

return event is generated after the second event.

7. The method according to claim 6,

wherein the switch generates a first continue event when the switch is flipped in the one direction during a predetermined time period and generates a second continue event when the switch is flipped in the other direction during the predetermine time period,

the executing means executes a process corresponding to the first continue event when the first continue event is generated and executes a process corresponding to the second continue event when the second continue event is generated.

8. The method according to claim 6,

wherein the switch periodically generates the first event when the switch is flipped in the one direction during a predetermined time period and periodically generates second event when the switch is flipped in the other direction during a predetermined time period.

9. A computer system comprising:

first reproducing device reproducing first content data;

second reproducing device reproducing second content data;

a switch for generating a first event upon being flipped in one direction, generating a second event upon being flipped in the other direction, and

generating a return event upon returning from a flipped state to a neutral state; and

control means for, when said first and second reproducing devices do not reproduce any data, and said switch generates the return event after the first event is generated, controlling said first reproducing device to reproduce the first content data, and for, when said switch generates the return event after the second event is generated, controlling said second reproducing device to reproduce the second content data.

10. The system according to claim 9, further comprising a device configured to store a plurality of play lists respectively assigned to reproducing sequence numbers, wherein if said switch generates the return event after the first event is generated, a play list which is reproducing, is switched to a next play list having a reproducing sequence number following to the reproducing number of the play list which is reproducing, and if said switch generates the return event after the second event is generated, the play list which is reproducing, is switched to a previous play list having a reproducing sequence number antecedent to the reproducing number of the play list which is reproducing.

11. The system according to claim 9, wherein said switch generates a third event after an elapse of a predetermined period of time while said switch is kept

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flipped in the one direction, and generates a fourth event after an elapse of a predetermined period of time while said switch is kept flipped in the other direction, and

5 if the return event is generated after the third event is generated, said control means fastforwards a content which is reproducing, and if the return event is generated after the fourth event is generated, said control means rewinds the content which is reproducing.

10 12. The system according to claim 9, further comprising a device configured to store a play list for storing reproducing sequence of contents, wherein if said switch generates the return event after the first event is generated, a content which is reproducing, is
15 switched to a next content based on the play list, and if said switch generates the return event after second event is generated, the content which is reproducing, is switched to a previous content based on the play list.

20 13. The system according to claim 9, further comprising a device configured to store a plurality of play lists respectively assigned to reproducing sequence numbers, wherein said switch generates a third event after an elapse of a predetermined period of time
25 while said switch is kept flipped in the one direction, and generates a fourth direction after an elapse of a predetermined period of time while said switch is kept

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flipped in the other direction, and

if the return event is generated after the third event is generated, said control means switches a play list which is reproducing, to a next play list having a reproducing sequence number following to the reproducing number of the play list which is reproducing, and if the return event is generated after the fourth event is generated, said control means switches the play list which is reproducing to a previous play list having a reproducing sequence number antecedent to the reproducing number of the play list which is reproducing.

14. A data reproducing method in a computer system, comprising:

detecting an event from a switch which generates a first event upon being flipped in one direction, generates a second event upon being flipped in the other direction, and generates a return event upon returning from a flipped state to a neutral state; and

reproducing first content data when the return event is generated after the first event is generated, and reproducing second content data when the return event is generated after the second event is generated.

15. The method according to claim 14, further comprising a device configured to store a plurality of play lists respectively assigned to reproducing sequence numbers, wherein the method comprises:

determining whether said switch generates the return event after the first event is generated or said switch generates the return event after the second event is generated; and

5 if said switch generates the return event after the first event is generated, a play list which is reproducing, is switched to a next play list having a reproducing sequence number following to the reproducing number of the play list which is
10 reproducing, and if said switch generates the return event after the second event is generated, the play list which is reproducing, is switched to a previous play list having a reproducing sequence number
15 antecedent to the reproducing number of the play list which is reproducing.

16. The method according to claim 14, wherein said switch generates a third event after an elapse of a predetermined period of time while said switch is kept flipped in the one direction, and generates a fourth
20 event after an elapse of a predetermined period of time while said switch is kept flipped in the other direction, and

the method comprises:

25 determining whether the return event is generated after the third event is generated or the return event is generated after the fourth event is generated; and
if the return event is generated after the third

event is generated, said control means fastforwards a content which is reproducing, and if the return event is generated after the fourth event is generated, said control means rewinds the content which is reproducing.

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